
Title: Treatise of Oblivion

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Foreword:

Those who would read
from these pages, be
forewarned. The teachings
of Oblivion are much
maligned in the current
era. Too many know too
little about it, and this
lack of knowledge has
lead them to fear it. And
in that fear, that have
come to hate it. From
that hate, they seek to
destroy it. Although there
is no one that could ever
stop the inevitability
that is Oblivion, they still
try. Suppression of
knowledge is the best
they can do and they
have learned to do it
well. Keep these books
only to the faithful. All
others shall seek to cast
it into the very
nothingness it speaks of.
"The darkness of Oblivion
is the only true light.
While other's stumble
blindly looking for meaning
in life, we know that
true meaning comes
after."

-Lich Lord Azalin of the
Order of the Ebon Skull

The teachings of
Oblivion are simple in
their precepts, though
difficult in their tenants.
The simplest mind can
grasp the basics, but it

requires a man or woman
of wisdom to know how
to follow them. The
precepts are three in
number: Entropy,
Equalization and
Realization. The tenants
are two fold: Embrace
and Peace.

Entropy:

If history has taught us
anything, it is that those
who follow the same path
of those that went
before them, they are
doomed to make the same
mistakes. All of history
has been a sudden
brilliant moment of order
and justice followed by
an unorderly decay
towards corruption and
chaos. For some, that one
moment of bliss makes up
for the years of
suffering that follow.
These people are the
same ones that define
the systems that
inevitably fail. These
people are the leaders of
old and now the new.
While their names may
have changed, their
purposes have not.
Entropy is the natural
result of a mortal's drive
to control everything,
while he understands
nothing. Power without
knowledge is destructive
instinct. And that is all
these leaders have ever
brought. Entropy is
present in the sins of
mortals. And it is
entropy that cleanses the
reminders of that sin
away.

Equalization:

Entropy teaches us that
nations see a rapid rise
and then will inevitably
fall by its own failings.
Equalization is what drives
the leaders of the world
to do as they do.

Whether you be human or
orc, elf or drow, demon
or god, one day you will
die. One day you will pass
from this realm forever
more. It is this truth
that places a sense of
hopelessness in the hearts
of many. Some attempt
to fill their hearts with
"Virtues" others with a
life of excess. No matter
what path they take,
they all end up under the
same patch of dirt and
their spirits off to
become the clay of
another creatures work.
Equalization is the simple
fact that everything and
everyone eventually
returns back to point
zero. Some might see
this as a sad and
terrible inevitability. But
there is an old riddle
that comes to mind.
"What do you say to a
happy man to make him
sad and to a sad man to
make him happy?" One
simple phrase. "This too
shall pass." For those in
power, they fear this day
and they seek to
suppress the idea that
anything can change. To
those who are castrated
of their power and their
sight, this truth is their
call to freedom.
Equalization need not be
only in death. It can be
achieved in life.

Realization:

Once someone understands
these two things, there
are two choices to be
made. Either surrender to
inevitablity or seek a new
route to avoid such
suffering. To those that
surrender, they become
both the oppressor and

the oppressed. The oppressor becomes an empire builder and wrecker, while the oppressed huddle and watches the world go by them, waiting for their misery to end. To those that choose to fight, there is a problem of their own. How do you fight what seems so natural? How do you fight the desire to build a new life and just start anew? As exciting as "blazing a new path" might seem, it usually ends on the same path as other mortal endeavors and fails all the same.

Embrace:

When the necromancer that would one day be known as Lich Lord Azalin stepped out of the Mage Academy of Moonglow, he found that his research taught him the things the three precepts and left a hole within him. What could humans do, if history was a circle that all who entered were damned to follow in forever? Escaping to the cold northern island of Dagger Isle, Azalin trudged through the wastelands, hoping to find answers within himself. Traveling to the deepest part of Deceit, he found a shrine on which he chose to lay. In his dream he found himself in utter darkness. At first he was afraid, but soon after he felt peace. His dreams showed him how to leave the worries of the world behind him. Rather than live in fear of what the foolish will do with Sosoria or the damage that ignorance does to the world, someone could choose to

empty themselves of the same desires that drive them and start in a different way. Lord Azalin called this Embrace. When one chooses to forsake the worldly governments and their short term goals and seek the path to enlightenment that transcends the goals of the small minded and transient mortals of the un-Embraced.

Peace:

Once one has accepted the desire to change from the path of the un-Embraced, they are ready to find something that few others have been able to discover. As long as one fears for their personal legacy or what they can achieve for themselves in their lifetime, they can never know peace. All they will ever know is the suffering first to gain and then suffering that comes with loss. But to those that seek a higher cause than themselves, then the scourage of Entropy does not so easily destroy them. When all seek this cause, whatever they build becomes not a decaying achievement of the flesh, but a timeless emblem to the true power of the unity of those who have gone beyond themselves. Why then, Oblivion? Why not the Virtues? Why not for the will of a god? The Virtues demand compliance, yet they also demand differentiating acceptance. How can one show true Justice yet also true Compassion? The Virtues, though admirable in their aim, leave mortals feeling as if they can never reach

true enlightenment. The truth is, the Virtues do not provide true enlightenment and never claim to. While equally impressive that they admit this, it is a flaw that leads men to choose one aspect over another. When they do this, they lose balance of all the truths. And when this happens, they fall to preference and excess, and thus fall from the very virtues they claim to protect.

A god that demands a mortals obedience in world affairs seeks to make slaves of the world. They are already caught in Entropy and are unworthy of a following.

Only Oblivion promises one simple ideal and it is unadulterated. Oblivion is Peace. Free and simple.